

```

10 REM#DISINTEGRATOR#
20 MODE(0):CLS:COLOR,0
30 POKE30862,80:POKE30863,52
40 GOSUB900
50 GOSUB800
100 'START FRAME
110 CLS:POKE30744,1:D=16:N=3:U=0
120 FORL=29152TO29183
130 POKEL,255:NEXT
140 M=D+16:P=0
150 PRINT@0,"  CHAMP: "T$:PRINT@17,"PLAYER: "U$
160 PRINT@32,"HI SCORE: "T$:PRINT@49,"SCORE: "U
170 PRINT@64,"  BOMBS: "M$:PRINT@81,"CRAFT: "N
180 FORL=29121TO29151STEP2
190 K=(RND(5)-1)*16+172
200 H=RND(7)*32:P=P+H
210 FORX=HTOOSTEP-32
220 POKEL-X,K
230 NEXT:NEXT
240 PRINT@139,"<S>=START"
250 A$=INKEY$:A$=INKEY$:IFA$<"S"THEN250
260 PRINT@139,"          ":SOUND31,1
270 L=28767:C=253.5:Z=.5:B=2
300 'MOVE CRAFT
310 A$=INKEY$
320 POKEL,32:L=L+1:POKEL,C+Z
330 IFRND(10)>5THENX=USR(X)
340 Z=-Z:FORI=OTOD*2:NEXT
350 IFB<2THEN370
360 IFA$=" "ANDM>0THEN400
370 B=B+1
390 IFPEEK(L+1)<>32THEN600
395 GOTO310
400 'DROP BOMB
410 SOUND20,1:M=M-1:F=L+32:B=0
420 PRINT@73,M
430 IFPEEK(F+32)=255THENSOUND10,1:POKEF,32:GOTO460
440 POKEF,32:F=F+32:POKEF,243
450 X=USR(X):GOTO430
460 FORY=29089TO29119STEP2
470 IFPEEK(Y)<>32THEN310
480 NEXT
500 'COLLECT POINTS
510 SOUND31,1:31,1
520 IFD>0THEND=D-2
530 M=M*(2000-(D*100))
540 IFD=0THENM=5000
550 U=U+M+P:POKEL,32:GOTO140
600 'WIPEOUT
610 SOUND15,1
620 COLOR,1:POKE30744,0
630 FORI=1TO50:NEXT:SOUND5,1
640 POKE30744,1:COLOR,0

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```

650 N=N-1:M=(32-M)*10:U=U+M
660 FORL=28864TO29151
670 POKEL,32:NEXT
680 IFN=0THEN700
690 GOTO140
700 'END ROUND
710 IFU$=T$THEN730
720 IFU>TTHENT$="A DRAW"
730 IFU>TTHENT=U:T$=U$
740 PRINT@9," "
745 PRINT@9,T$:PRINT@88,N
750 PRINT@41,T$:PRINT@56,U
760 PRINT@96,"<T>TRY AGAIN <N>NEW GAME <E>END"
765 PRINT@170,"#GAME OVER#"
770 A$=INKEY$
775 A$=INKEY$:IFA$=" "THEN770
780 IFA$="T"THEN100
785 IFA$="N"THEN50
790 IFA$="E"THENCLS:END
795 GOTO770
800 'INITIAL
810 CLS:POKE30744,0
830 PRINT"PLAYER,PLEASE INPUT YOUR NAME"
840 PRINT"  NO MORE THAN SEVEN LETTERS"
850 PRINT:INPUTU$
860 S=LEN(U$)
870 IFS<10RS>7THEN840
880 RETURN
900 'INSTRUCT
905 CLS:PRINTTAB(8);"#DISINTEGRATOR#"
910 PRINTTAB(7);"(BY ALAN STIBBARD)"
915 PRINT"YOU ARE IN A CRAFT WHICH HOVERS"
920 PRINT"OVER TALL STRUCTURES.YOUR TASK"
925 PRINT"IS TO DESTROY THESE BY DROPPING"
930 PRINT"BOMBS DOWN ON TO THEM BEFORE"
935 PRINT"YOUR ALTITUDE GETS TOO LOW AND"
940 PRINT"YOU CRASH INTO ONE OF THEM."
945 PRINT"THE GAME BECOME'S MORE DIFFICULT";
950 PRINT"AS YOU SUCCEED EACH FRAME.THE"
955 PRINT"NUMBER OF BOMBS WILL DECREASE;";
960 PRINT"AND THE SPEED OF THE CRAFT WILL"
965 PRINT"INCREASE.HIGHEST SCORER WINS!!."
970 PRINT"*BOMBS NOT DROPPED ARE A BONUS."
975 PRINT"*THE <SPACE> KEY DROPS THE BOMBS";
980 PRINT"  HIT RETURN KEY TO CONTINUE";:INPUTS$
985 RETURN

```

Disintegrator

This game is run on the VZ-200 or 300. All the instructions

and comments are explained in the program.

A. Stibbard
Stanmore NSW

```

0 REM #####
1 REM ##### 3-D PLANET MAKER #####
2 REM ##### BY BRAD MARSHALL #####
3 REM ##### 3 - MARCH - 1987 #####
4 REM #####
10 : R=100:XC=160:YC=100
20 : GRAPHIC1,1:COLOR1,2
30 : FORX=-RTOR
40 : X1=INT(SQR(R*R-Y*Y))
50 : FORX=-X1TOX1
60 : N=INT(RND(1)*X1*2)+1
70 : IFN<X1+XTHENDRAW1,X+XC,Y+YC
80 : NEXT X
90 : NEXT Y

```

READY.

3-D Planet Design

This program is designed to make a 3-dimensional picture of a planet or moon. It gets the 3D effect by using Dot Distribution. This is random to a certain degree; dots to the left of the centre are more likely to be turned on than ones to the right.

The result is quite stunning. It uses the hi-res 320 by 200 bit map mode. This is an excellent example of how a very small program can produce a great output.

Unfortunately it is not in machine code, so a full size planet (which is default values) takes about 28 minutes to display. This is because of the slowness of BASIC. The program could be transferred to machine code, for any of those interested.

The radius of the planet is defined by R in line 10. The X and Y axes are determined by XC and YC in line 10 also.

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